

PROBE DROID PURSUIT

MISSION V#02



The Dark Lord of the Sith, Darth Vader, has been aggressively tracking down every lead, every scrap of information, that might tell him where the Rebels are hiding. Vader methodically seeds every system, one by one, with probe droids, all programmed to look for anything unusual on every planet, planetoid, moon, asteroid, or chunk of floating ice.

As Luke Skywalker recovers from his experience with the wampa, the Rebels of Echo Base detect a transmission originating nearby. When C-3PO informs Princess Leia and General Rieekan that the transmission is not a Rebel code—and, in fact, might be an Imperial code—Han Solo volunteers his and Chewbacca's services to investigate the source of the signal.

"Probe Droid Pursuit" tells the story of Han and Chewie's search for the Imperial Probe Droid, and their attempts to prevent it from transmitting the location of the Rebel base. Use one-half of the blank side of the *Star Wars Miniatures Game Starter Set* poster map to represent the icy wastes of Hoth.



GT



MAP KEY ■ Rebel Setup Area ■ Imperial Setup Area □ Attack Border

REBEL SETUP

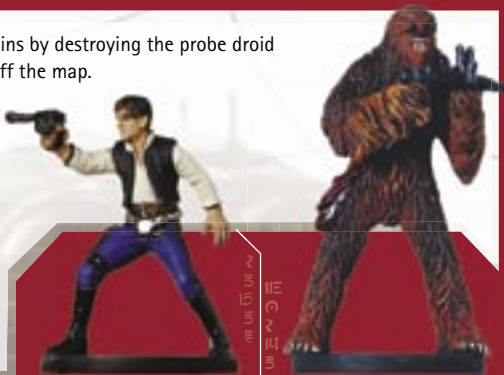
The Rebel force consists of Han Solo and his copilot Chewbacca. If the Rebel player chooses not to use these characters, he can choose a different pair of unique characters, provided those characters cost no more than 52 points total.

The Rebel player sets up Han and Chewie in any of the indicated squares.

| | |
|------------------|----|
| Rebels: Han Solo | 28 |
| Chewbacca | 24 |
| | 52 |

VICTORY CONDITIONS

The Rebel player wins by destroying the probe droid before it escapes off the map.



Han Solo

Chewbacca

IMPERIAL SETUP

The Imperial force consists entirely of a single Probe Droid. If the Imperial player chooses not to use the Probe Droid, she can build an 8-point force of her own.

The Imperial player must set up the Probe Droid in any of the indicated squares on the western edge of the map.

| | |
|-----------------------|---|
| Imperial: Probe Droid | 8 |
| | 8 |

VICTORY CONDITIONS

The Imperial player wins by accomplishing either of the following goals.

Eliminate the Rebels: If the Probe Droid can defeat Han Solo and Chewbacca, the Imperial player wins the scenario.

Escape the Rebels: If the Probe Droid can exit the eastern edge of the map before being destroyed by the Rebels, the Imperial player wins the scenario.



Probe Droid

SPECIAL SCENARIO RULES

The following special rules are in effect for this mission.

Snowy Ground: Moving through squares filled with snow is the same as moving through squares with low objects: It costs twice as much to move into such a square. All squares on the "Probe Droid Pursuit" map are considered to be snowy ground. The Probe Droid's Flight ability allows it to ignore snowy ground.

Broken Ground: Because so much of the surface of Hoth is uneven snow, ice, and frozen dirt, any character who does not move during his activation gains the benefit of cover (a +4 bonus to his Defense). For the Probe Droid to take advantage of this rule, it must forego its Flight ability (losing the ability to ignore enemy characters, low obstacles, and snowy ground when moving).

Hidden Movement: The Imperial player can use Hidden Movement for the Probe Droid. The Rebel characters may use Hidden Movement as well, provided the character does not leave his setup area. For more information on Hidden Movement, see Special Rules (page 82).

The Rebel characters may not attack the Probe Droid until it first reaches or passes through the Attack Border indicated on the map. They may attack the Probe Droid normally if they leave their setup areas.

Get Around Behind It: If Han Solo and Chewbacca are on opposite sides of the Probe Droid, they can take advantage of their positions to distract it. On the Rebel player's turn, one Rebel character may create a distraction (howling loudly, firing a weapon, or whatever). The Probe Droid must attack that character on the droid's next activation; save 14. If this tactic succeeds, and the Probe Droid has attacked the Rebel character who created the distraction, the other Rebel character gains a +4 bonus on his next attack.

CAMPAIGN PLAY

If you are playing this mission as part of the *Ultimate Missions: Rebel Storm* campaign, the Rebel player has 60 points available from his pool of forces; the Imperial player has 15 points. Each player gets 1 Victory Point for winning the scenario (by fulfilling the Victory Conditions). □